Party games -first edition by Leszy Publishing House

Warcrts

It a sport in which one or more teams ride down the slope in wheelbarrow, chariot or wagon. The aim of this sport is to promote woodworking skills (especially cart building) and to encourage new generations to develop technology. Generally, there are three types of combat: non-contact combat, combat with indirect influence on opponents (for example, throwing rocks or barrels under the wheels of an opponent's vehicle), non-lethal combat, and unrestricted combat.

First, the competitors position their carts at the top of a hill with a specially prepared track. The track can be a ravine or a levelled slope without trees. The first part of the track allows the carts to pick up speed, while the next horizontal part tests how far a given team can go. The last part of the track is slightly inclined at a small angle, which allows the carts to stop relatively safely. The chariots are then pushed downhill and the teams race to see who will go the furthest or which team will have at least one conscious competitor with at least two functioning limbs for the longest time. The competition ends when all the chariots stop or when all the competitors lose consciousness.

Ingame (with dice command) rules

The game consists of two alternating phases:

1st movement phase, in which a dice roll determines whether the vehicle stops or continues moving

2nd phase, in which teams can perform additional actions - e.g. attack an opponent's wagon or use other equipment (e.g. drop ballast during movement uphill/on flat ground - which allows for an additional movement phase or to re-roll a failed movement phase.

Statistics of teams and it's role in game

Each player choose unit which represent it's team – the unit statistic affect rolls.

First you need to average statistics (Strong, agility and constitution) – it will be use to make tests harder or weaker.

The difference between statistics and average statistics will be used to make test harder or weaker to pass (for example if you damage enemy vehicle).

Strength statistic – it will affect rolls connected to strength – like trying to cut part of enemy vehicle or steering cart with damaged wheels.

Agility statistic – It affects actions in which you need precision -like for example shooting hook into enemy cart (if you have crossbow or ballista eguiped) or trying to damage specific parts of enemy cart.

Constitution – 6+Difference between it and averaged strength, agility and constitution are healthpoints of each of your crew . If you lose it in fight or in crash you are eliminated from game.

Specific rules for phases.

1. *Order of first move – first start player with highest agility – if agilities of teams are equal first start cart considered lighter. If they are in same weight class – decide dice roll.*
2. *Moving phase*

   Check place on racing track

   a) *If downhill roll 2 dices. First one is difficulty of test (decrease it by 2). Second one is how well you traversed terrain (avoided slowing down or stopping in ditch or on stone). Add difference between agility and averaged stats described above (or remove if agility is lower than averaged stats). Difference between second dice with agility modifier and test difficulty is how far you move. If it is 0 or less you stopped and will need to try to push cart down in additional action phase with strength test – downhill roll are pass if score is 0 or more. It can be tried to pass unlimited times.*

   Examples:

   Move roll on downhill

   Averaged stats equal 13 (rounded up).

   Agility: 15 (agility bonus is 2)

   Rolls of dice:

   First- test difficulty: 5 => Test difficulty is 3

   Now lets said you roll 1 on second dice.

   That mean you get 1+2. So your score is 3 -3 =0.

   Your cart stop and need to be pushed in additional actions phase

   If your roll anything more than 1 on second dice it mean you move downhill – for example 1 distance unit (arpent) in this turn.

   Push cart to move test

   Averaged stats equal 13 (rounded up).

   Strength: 11 (strength bonus is -2)

   Rolls of dice:

   First- test difficulty: 2 => Test difficulty is 2

Second roll (6 is always a success – even weakling may be lucky to push something heavy downhill.

Rolls from 6 to 4 means your cart is moving downhill.

*b) **On flat terrain***

Decide if you focus on driving cart (agility test) or pushing cart forward (strength test).

Roll 2 dices

First one is difficulty of test (for example ditches or stones making cart harder to move forward). Second is how well you pass. Rules are similar to push cart to move downhill slope, except score must be 1 or more. All tests until you fail are unlimited (well cart move so it just needed to be kept moving). If you fail test once all next tries cost you health points (1 for each crew who are conscious.- if you have one crew not conscious you cannot do this (unless your cart is classified as light).

*You move one arpent each time – **on flat terrain fights between carts are supposed to be more often – you don't need to push forward if you stop – just stop other carts before they are first**!.*

Example:

Averaged stats equal 13 (rounded up).

Strength: 16 (strength bonus is +3)

Rolls of dice:

First- test difficulty: 5 => Test difficulty is 5

Second roll + strength bonus (+3) – how good you passed test

That means rolls:

If second dice have 1 or 2 your cart stop:

Score=(1 or 2+3)-5=(-1 or 0)

If second dice result is 3 or more your cart keep moving

For example - Score=((second dice)4+(strength bonus)3)-5=3

*c) **Uphill slope***

If uphill roll 2 dices. First one is difficulty of test (increased it by 2). Second one is how well you traversed terrain (avoided slowing down or stopping in ditch or on stone). Add difference between strength and averaged stats described above (or remove if strength is lower than averaged stats).

You can move only one arpent at a time – similar to move on flat terrain.

*Score must be **1** or more to move,*

Example:

Averaged stats equal 13 (rounded up).

Strength: 16 (strength bonus is +3)

Rolls of dice:

First- test difficulty:

Roll of dice =2 => Test difficulty is 2+2=4

Second roll + strength bonus (+3) – how good you passed test

That means rolls:

If second dice have 1 your cart stop – now you can only try to stop other carts:

Score=(1 +3)-5=0

If second dice result is 2 or more your cart keep moving

For example - Score=((second dice)2+(strength bonus)3)-4(test difficulty)=1

3. ***Additional actions cases***

3.1 Interactions between carts (attacks on them)

Attacks can be done only from carts – no leaving carts and chopping enemies wheels.

1.First if player decide to attack other player cart he describe what he want to do- then it is decide of it is strength or agility test.

2.If attacker stats used in test is bigger he roll 2 dices – if not defender role 2 dices and attacker one.

3. Test resolution – If the result on the attacker's dice is higher than that on the defender's dice, the attack is successful. Part of the opponent's vehicle is damaged (or destroyed/loses its function if it was already damaged). Or something happens to the opponent's vehicle - for example, a gadget used changes the opponent's direction of movement. If attacker roll 1 – well defenders can choose what happen to gadget or person used to attack.

The accuracy of the action description matters - a better description can get a +1 to the roll. Description of cart before contest matter – you cannot stab something if you cannot reach it – add overall dimensions of melee weapons and cart before contest.

3.2 Non player interactions *– like dropping ballast, using rocket (powder propellent) or using something slippery to make it easier to move the cart – Roll one dice:*

a) *6 it is perfect – if gadget could be used once or last longer it may be used again or give bonus to next turn.*
b) *3-5 well gadget work*
c) *2 it don't work but well at least nothing bad happened*
d) *1 -Something wrong happened – you lose 1 health point.*

Description matter – can give you +1 to roll, but rolling 5 with bonus don't mean you get 6

Weight classes and cart classification

Wheelbarrow Class

Standard three-wheeled flat wheelbarrow with permissible dimensions: length of the lying board up to 2 metres, width of the lying board up to 1 metre, height of the barriers up to 40 cm.

Permissible modifications - metal-reinforced (non-sharp) wheels, cushions or other soft items on the lying board, containers for permissible throwing weapons. Minors must wear protective clothing during competitions. Only wooden weapons made of soft wood and without any metal parts are allowed. Acceptable projectile weapons include bags or balloons filled with non-explosive and non-flammable powders, small bee hives (if it has been confirmed that none of the participants are allergic to bee venom), and nets.

Chariot Classs

A two-seater chariot with a long rigid beam attached to the front or rear. Each vehicle must be separately approved for competition.

Cart Class

Carts in this class of competition are four-wheeled vehicles with a steering axle. Each carts must be individually approved for competition.

Subclasses (fir Cahrior or Cart Class)

Light – removed part of soldi wooden walls or bottom or metal skeleton onto which fabric is stretched.

Heavy

A cart weighing more than 1.5 tonnes. Or a wooden wagon with metal reinforcements on the sides or bottom with an area exceeding 2 square metres. It may have 6 wheels instead of 4.

Other rules which can be used:

Light carts could be moved uphill once if stopped – after that you lose one crewmember – he is to tired to do anything more

Light carts gain +1 dice to offensive rolls. But lose 2 health point each time player lose health points or can have maximum 1 dice when defending

Heavy carts – when moving downhill test difficulty is decreased by 3 instead of 2. But when moving on flat terrain difficulty is increased by 1. When moving uphill difficulty is increased by 4.

Defensive/offensive – Fastening the roof form causes +1 dice to defensive rolls but -1 modifier to offensive rolls. Lack of form of any walls causes +1 dice to offensive rolls but -1 modifier to defensive rolls.

Just luck – forgot modifiers caused by crew stats